

Nature of the noise environment where the CNEL or Ldn level is:

Below 55 dB Relatively quiet suburban or urban areas, no arterial streets within 1 block, no freeways within 1/4 mile.

55-65 dBMost somewhat noisy urban areas, near but not directly adjacent to high volumes of traffic.

65-75 dBVery noisy urban areas near arterials, freeways or airports.

75+ dBExtremely noisy urban areas adjacent to freeways or under airport traffic patterns. Hearing damage with constant exposure outdoors.

Normally Acceptable

Specific land use is satisfactory, based on the assumption that any building is of normal conventional construc-tion, without any special

Conditionally Acceptable

New construction or development should be undertaken only after a detailed analysis of noise reduction requirements is made and needed noise insulation features included in design. Conventional construction, but with closed windows and fresh air supply systems

Normally Unacceptable

New construction or development should generally be discouraged. If new construction or development does proceed, a detailed analysis of noise reduction requirements must be made and needed noise insulation features included in design.

Clearly Unacceptable

New construction or development should generally not be undertaken.

The Community Noise Equivalent Level (CNEL) and Day-Night Noise Level (Ldn) are measures of the 24-hour noise environment. They represent the constant A-weighted noise level that would be measured if all the sound energy received over the day were averaged. In order to account for the greater sensitivity of people to noise at night, the CNEL weighting includes a 5-decibel penalty on noise between 7:00 p.m. and 10:00 p.m. and a 10-decibel penalty on noise between 10:00 p.m. and 7:00 a.m. of the next day. The Ldn includes only the 10-decibel weighting for late-night noise events. For practical purposes, the two measures are equivalent for typical urban noise environments.

SOURCE: STATE DEPARTMENT OF HEALTH,
AS MODIFIED BY THE CITY OF RIVERSIDE